

## MUSA Premium Draft Kickball Rules

### I. Field/Equipment/Misc.

- All games shall be played on softball sized diamonds. Fields with or without home run fences are acceptable, although no fence is preferable. All games shall be played with an 8.5 inch Tachikara 2 ply ball.
- Metal spikes are not allowed
- MUSA will furnish umpires. The umpires word is final and not to be disputed by players. If there is a blatant contradiction to the official rules, then the Manger of the team can discuss with the umps. MUSA umpires may eject players for unsportsmanlike behavior. Any occurrences which are not covered in the rules shall be settled by the MUSA umpires and noted for later rules updates.
- **Players will remember we are all out here for fun.**

### II. Number of participants

- Rosters may hold up to 15 people.
- A maximum of 9 players can be on the field for the fielding team, with a minimum of 7 players. A catcher is not necessary for teams with less than 9 players.
- Teams must have a minimum of 1 female on the roster. If a team does not have one female for a particular game, a “ghost” player shall be written into the batting order and represents an automatic out for that female. At least one female must play in the field at all times. If a team does not have that one female, they also will be penalized one male player, so they can only play with 7 on the field. The “no catcher” rule does not apply even though you will be playing with only 7.
- Teams with fewer than 7 players shall have a 10 minute grace period before a forfeit is declared. **(See Free Agent rules)**

### III. Regulation games

- A regulation game shall consist of 9 innings. We will play the full 9 innings and in the event of a tie, if after 1 hour the score is still tied, then it will be scored as such... a tie...
- The “away” team shall bat first. The “home” team gets last at bats if needed. Home and away team is determined by rock, paper, scissors, best two out of three for every game.
- A game is considered official once 5 full innings have been completed.
- Called games shall be played at a future date agreeable to both team captains at a site to be agreed upon. Any games not replayed shall be counted as a tie in the standings unless the league makes other arrangements for a make up game.
- Each team may have base coaches at first and third bases.

### IV. Pitching/Fielding

- A pitcher on any one team may only pitch a maximum of 6 innings per game, to be played consecutively. Once a pitcher is replaced, they may not return to pitch for that game.
- A legal pitch must be underhand and no higher than knee level of the batter. Anything higher over the plate is a ball. Whether a pitch is a ball or strike based on bounciness should be based on the height of the last bounce before it crosses home plate. A pitch must bounce at least two times before crossing the front plane of home to be a strike.

- Premium Draft is an open pitch league, meaning so long as it bounces twice and is over the plate and below the knee when it crosses, it is a strike. Fast pitch is not legal to female kickers, but curve balls are.
- The pitcher must pitch from the back rubber (**running up to the rubber is not allowed**). Pitchers can take a couple steps before releasing the ball. Once the ball is pitched the pitcher may advance no further than the first rubber or 6 feet from the rubber, depending on the field. Lateral movement is tolerated.
- The catcher must give the kicker ample room to kick. The catcher may not break the plane of the front of home plate until the ball is kicked and may not interfere with the kicker. An infraction will result in a called ball. If the catcher interferes with the kicker either kicking or running to the base, the result will be deemed “Catcher Interference” and the kicker will be allowed First base.
- Float versus no float rule: For female kickers, fielders may not encroach past the 1<sup>st</sup> to 2<sup>nd</sup> and 2<sup>nd</sup> to 3<sup>rd</sup> basepaths until the ball is kicked (no float). For male kickers, fielders may encroach up to the boundary of the Forbidden Zone, defined as the midpoint from home to 1<sup>st</sup> and 3<sup>rd</sup> baselines (to be marked with cones) and said midpoints to the pitchers mound. The pitcher may still advance to the first pitching rubber or six feet as previously discussed. Encroachment in the Forbidden Zone (or past the baseline restriction for female kickers) results in a no play with a called ball as a result.
- A strike consists of a ball that is rolled over any part of home plate and below knee level. Any ball that is kicked into foul territory shall also be considered a strike. Two strikes of any kind will result in an out.
- A “ball” shall be called on anything that does not pass home plate or is above the knee over the plate. Three called “balls” shall result in a Walk.
- The kicking team has three outs per inning. An out results due to the following:
  - two strikes
  - a ball caught on the fly
  - base runner is forced out
  - base runner is hit with ball while not on base (if runner hit with ball before run scores in third out situations, run does not score. Runners do not score if last out is via force out)
  - see ghost batter rule above
  - runner interference (see below)
- Runner Interference: Runners must avoid contact with players fielding ground and fly balls. If contact is made with fielder, then runner will be called out for interfering in the play. This does not apply when fielders are blocking bases or home plate. This only applies to kicked balls.
- As even the most innocent looking pop ups are potential hits in kickball, there is no infield fly rule. Due to some abuses of this in the past, there will be a “No Cheese” rule for situations where a fielder is judged to have intentionally allowed the ball to drop to turn a double play. For example, team A has a runner on first. The batter from team A kicks the ball in the air to the first baseperson on team B. The runner on team A stays on first, while the batter runs to first. The first baseperson intentionally (and these are generally obvious) muffs the pop fly, tags the waiting runner and tags the base. As this is contrary to fair sportsmanship MUSA promotes, the tactic will be deemed Cheesy and runner and batter are both safe.
- A foul ball that is caught counts as an out, but is a dead play, meaning runners may not advance. If a ball is touched in fair territory, it is fair, regardless of other factors i.e. foot placement of the fielder. A foul ball is defined as a ball that settles or is touched on or over foul territory between home and first base or between home and third base.
- One base on an overthrow. An overthrow constitutes a ball that is thrown or kicked out of play from within the infield to the intended base or target (past the benchline or fence, based on field [field monitor will define boundaries]). Anything thrown or kicked from the outfield is a live ball. If a player is past ½ way to the next base, they are awarded the base they are on the way to plus one on the overthrow. A ball thrown past the base that remains in the set

boundaries remains a live ball and runners may advance at their own risk. If the ball hits the player and goes out of play, it is considered live and runners can run at their own risk as well.

- Teams may only rotate in a new catcher once per inning. Once that catcher switches with the initial catcher, he/she must remain there for the remainder of the inning and cannot switch back.
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#### V. Batting/baserunning

- The batter may not kick the ball until the ball crosses home plate. See “Advantage Rule” below.
- “Advantage Rule”... If the kicker kicks the ball before it crosses home plate, the play is played out. If the play results in an out, it will be determined an advantage for the defense and the result is the final outcome of the play. If the result is ‘safe’, then the kicker has to come back and the final result is a strike called on the kicker. All runners must return to the bases where they were before the play.
- Bunting is allowed. Manbunting may not be executed by a team that is up by 10 or more runs. Players will be called out.
- Runners must stay in the base path. They also need to avoid contact with players fielding a kicked ball.
- If fielders block the base and impeded in the runners ability to get to the base, the runners shall be rewarded the base because of “fielder interference”.
- Leading off and stealing are not allowed. Leading off/leaving early will result in a do-over.
- Sliding is legal. Please do so with caution (keeping fielders and yourself in mind)
- Runners may tag up on a pop fly on initial contact (versus on the actual catch in normal league play).
- Balls thrown at the baserunner must be below the shoulders. Any head shot incurred while the runner is in an upright running position are rewarded the base. Any intentional hitting of the ball with the head by a runner will result in an out. A head shot results in a dead ball, meaning runners may no longer advance unless more than half way to the next base which they are then awarded.
- If a ball hits the kicker in fair territory after being struck, the batter is out. Intentionally kicking the ball out of play by the kicker then results in a dead ball.
- Pinch runners are allowed for injured players only. The runner will be the last out of the same sex. Injured kickers may utilize pinch runners based on the same criteria.
- Runs crossing the home plate before a third out made on a force out do not count. Runs that cross before a tag out on a player do count, however.

#### VI. Free Agents/Hired Guns

- Players not on any team’s official roster are considered free agents. Anyone that wants to play must contact the league commissioner and be put on the Free Agent list.
- All teams have the right to all free agents at any week. However, they can not play on the same team 2 weeks in a row.
- A team can only seek a free agent if they are down to 8 players or less and can only get free agents up to the official number of 9 players. There may not be any subs on your team if using Free Agents.

#### VII. Standings

- A win shall count as two points, a tie as one and losses as zero.

